

FIG. 1

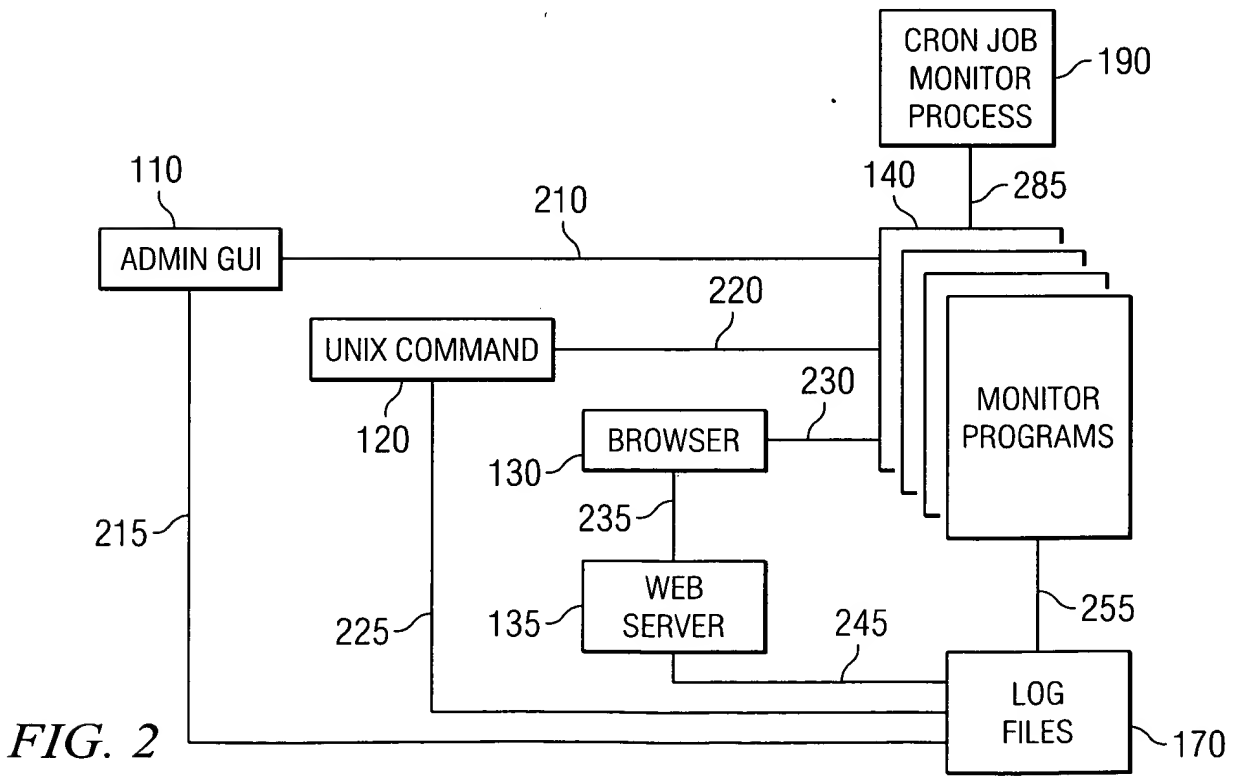


FIG. 2

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FIG. 3

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graph TD
    300[MAIN PROGRAM] --> 310[PROPERTY FILE]
    310 --> 320[MQ MANAGER]
    320 --> 325[SENDER THREAD]
    320 --> 335[RECEIVER THREAD]
    325 --> 350[TEST MESSAGE RECEIVER]
    335 --> 350
    350 --> 360[TEST MESSAGE RECEIVER]
    360 --> 370[RECEIVER STATUS]
    370 --> 380[CHECK ERROR FLAG]
    380 --> 390[PAGER PROGRAM]
    380 --> 390
    370 --> 375[SLEEP 10 SECONDS]
    375 --> 370
    375 --> 380
    375 --> 390
    375 --> 390
    375 --> 390
```

300 MAIN PROGRAM

310 PROPERTY FILE

320 MQ MANAGER

325 SENDER THREAD

335 RECEIVER THREAD

350 TEST MESSAGE RECEIVER

360 TEST MESSAGE RECEIVER

370 RECEIVER STATUS

375 SLEEP (10 SECONDS)

380 CHECK ERROR FLAG

390 PAGER PROGRAM

IF RECEIVER SERVER CAN'T READY AFTER 30 SECONDS, WE ASSUME MERCURY GET PROBLEM

IF OBJECT REFERENCE FIND BUT TEST FAILED, WE ASSUME MERCURY SENDER GET PROBLEM

IF ALL OF OBJECT REFERENCES CAN'T FIND, WE ASSUME MERCURY GET PROBLEM

5 MINUTES FOR SUCCESSFUL 1 MINUTE FOR FAILED

IF CONNECT TO MQ FAILED, WE ASSUME MERCURY GET PROBLEM

IF CONNECT TO MQ SUCCESSFUL

GET PNS, MQ AND MERCURY INFORMATION

GET MQ QUEUE LENGTH IF

CONNECT TO MQ SUCCESSFUL

IF CONNECT TO MQ FAILED, WE ASSUME MERCURY GET PROBLEM

CREATE SENDER THREAD

CREATE RECEIVER THREAD

WAKE UP SENDER THREAD WHEN RECEIVER SERVER IS READY OR AFTER 30 SECONDS

TEST MESSAGE RECEIVER

TEST MESSAGE RECEIVER

RECEIVER STATUS

CHECK ERROR FLAG

PAGER PROGRAM

5 MINUTES FOR SUCCESSFUL 1 MINUTE FOR FAILED

IF OBJECT REFERENCE FIND BUT TEST FAILED, WE ASSUME MERCURY SENDER GET PROBLEM

IF ALL OF OBJECT REFERENCES CAN'T FIND, WE ASSUME MERCURY GET PROBLEM

IF CONNECT TO MQ FAILED, WE ASSUME MERCURY GET PROBLEM

IF CONNECT TO MQ SUCCESSFUL

GET PNS, MQ AND MERCURY INFORMATION

GET MQ QUEUE LENGTH IF

CONNECT TO MQ SUCCESSFUL

CREATE SENDER THREAD

CREATE RECEIVER THREAD

WAKE UP SENDER THREAD WHEN RECEIVER SERVER IS READY OR AFTER 30 SECONDS

TEST MESSAGE RECEIVER

TEST MESSAGE RECEIVER

RECEIVER STATUS

CHECK ERROR FLAG

PAGER PROGRAM

5 MINUTES FOR SUCCESSFUL 1 MINUTE FOR FAILED

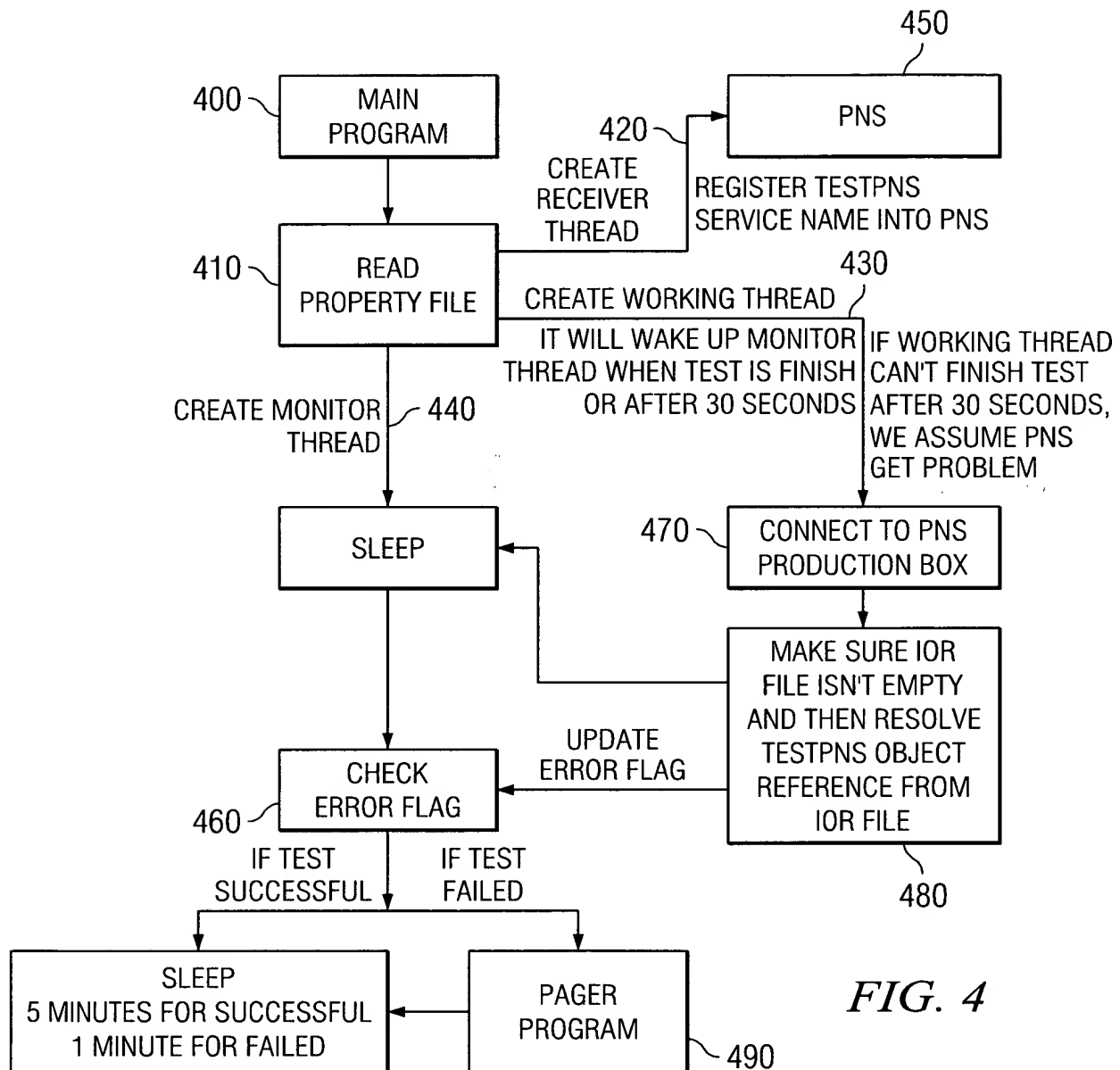


FIG. 4

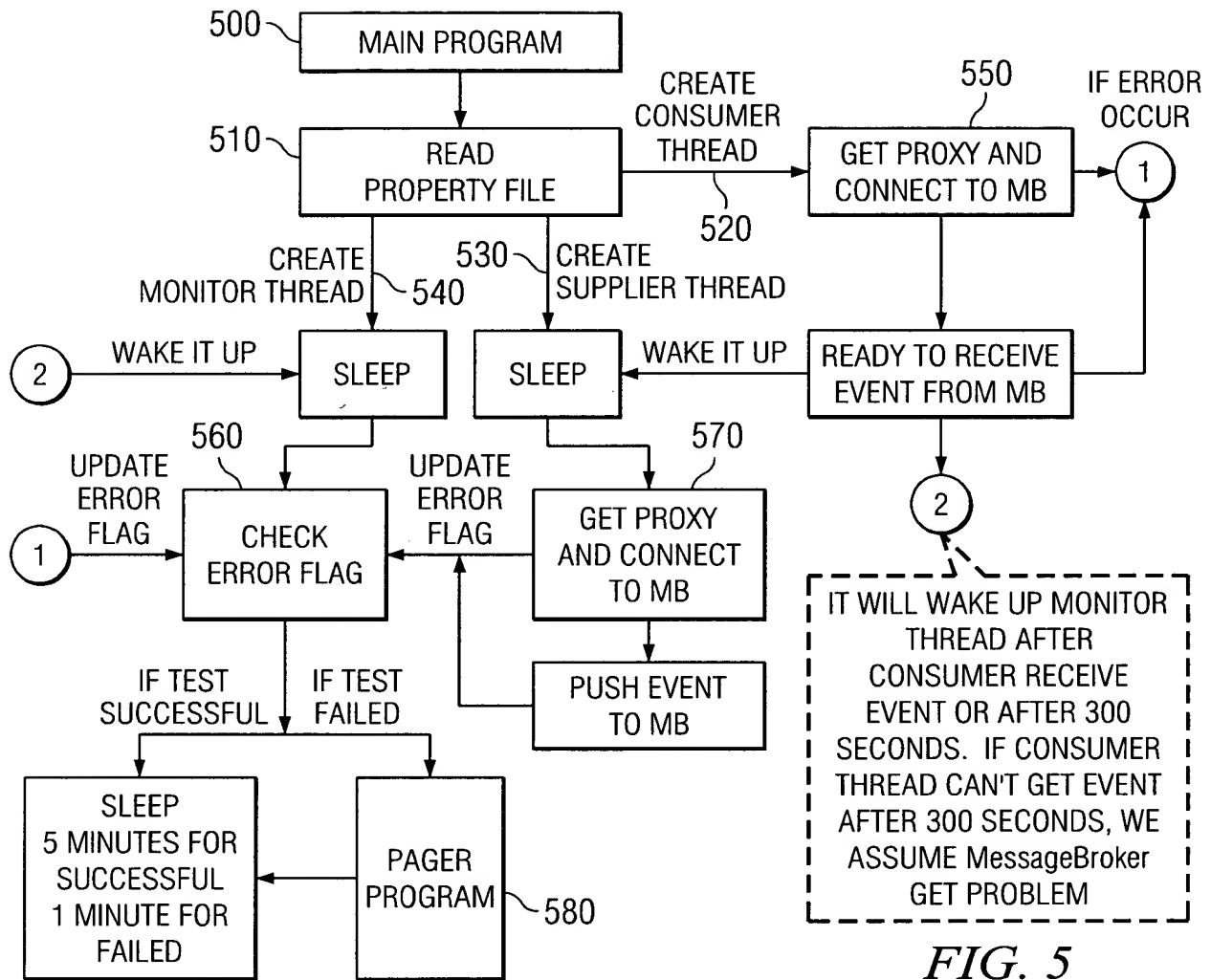




FIG. 6

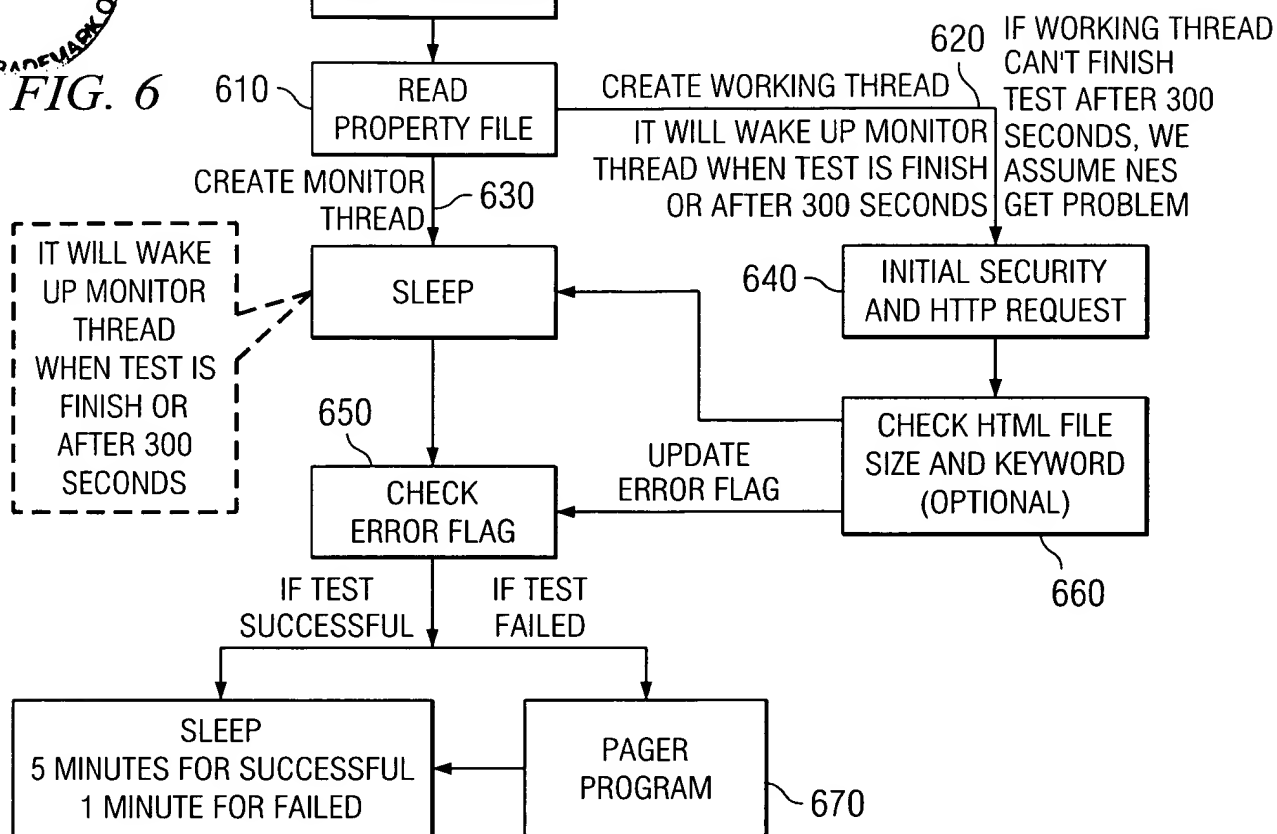


FIG. 7

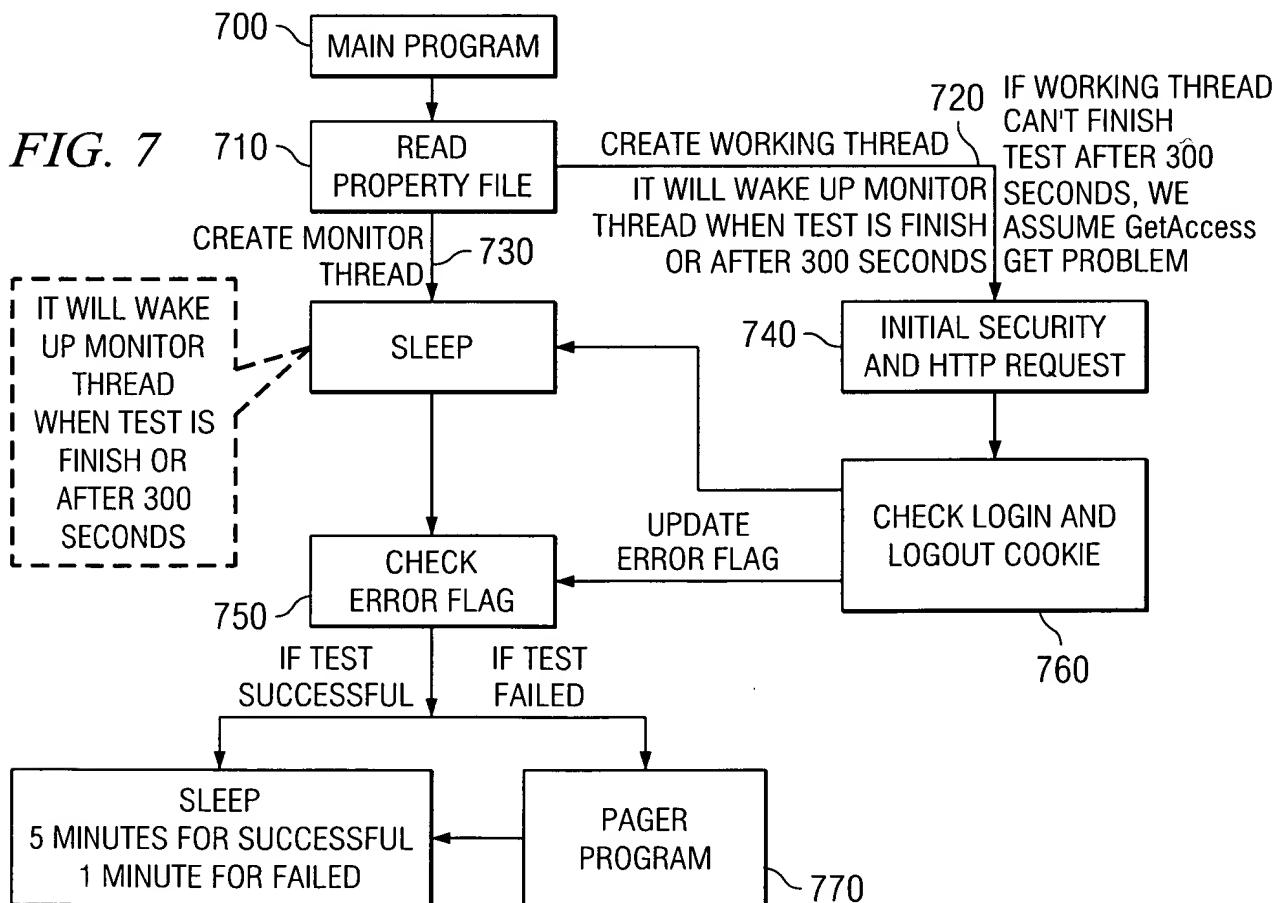




FIG. 8

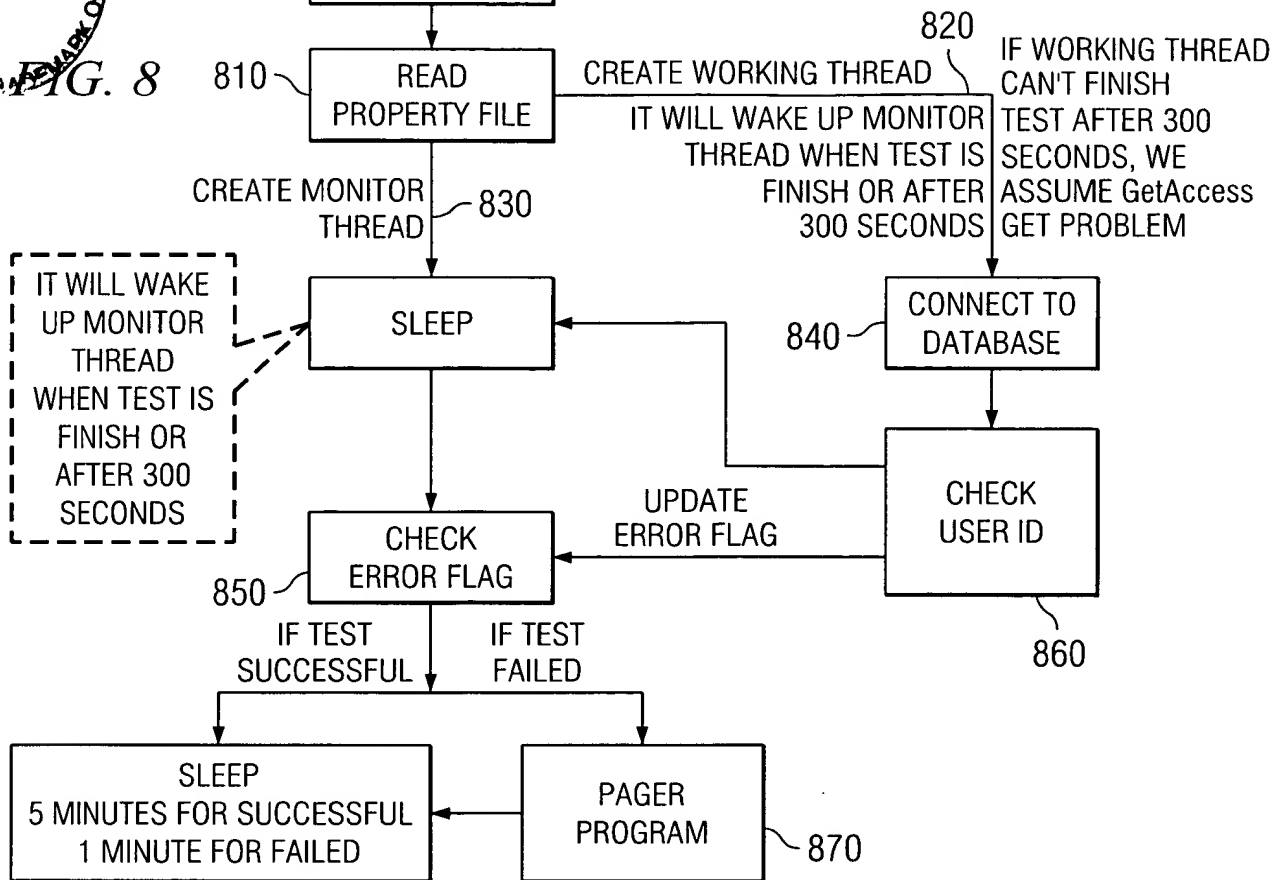


FIG. 9

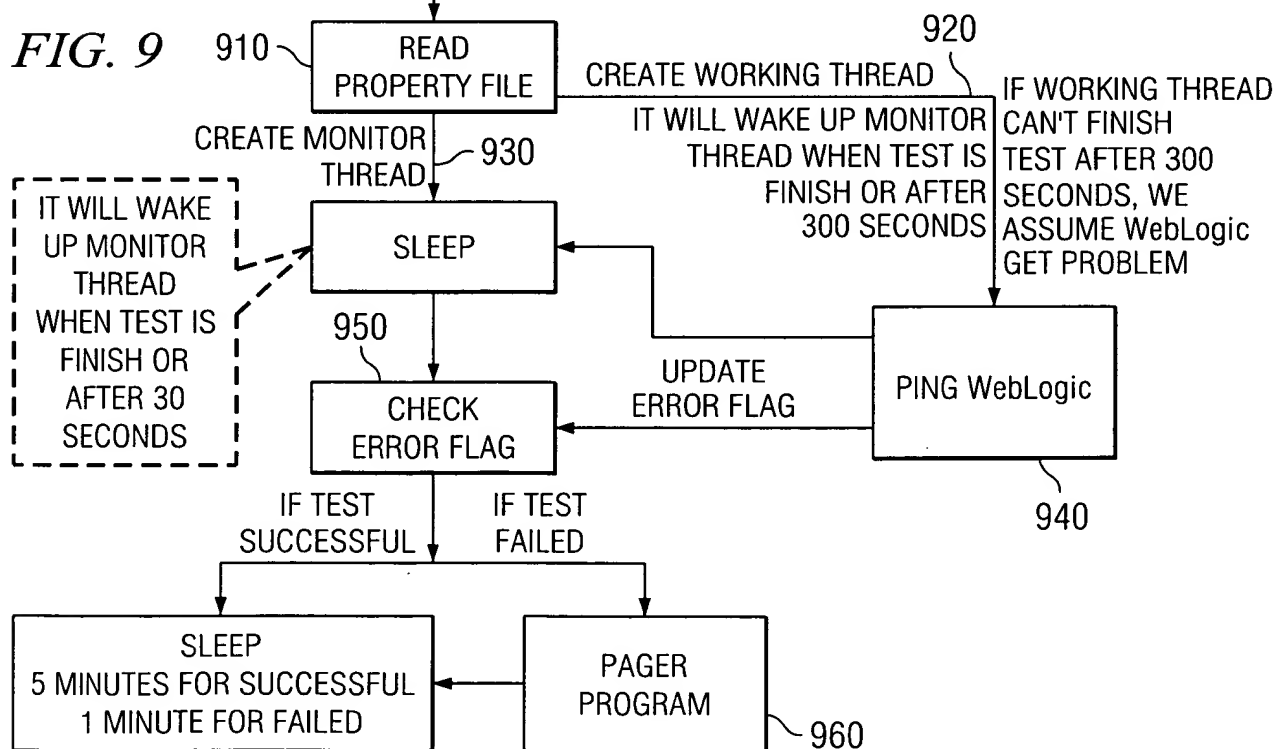




FIG. 10

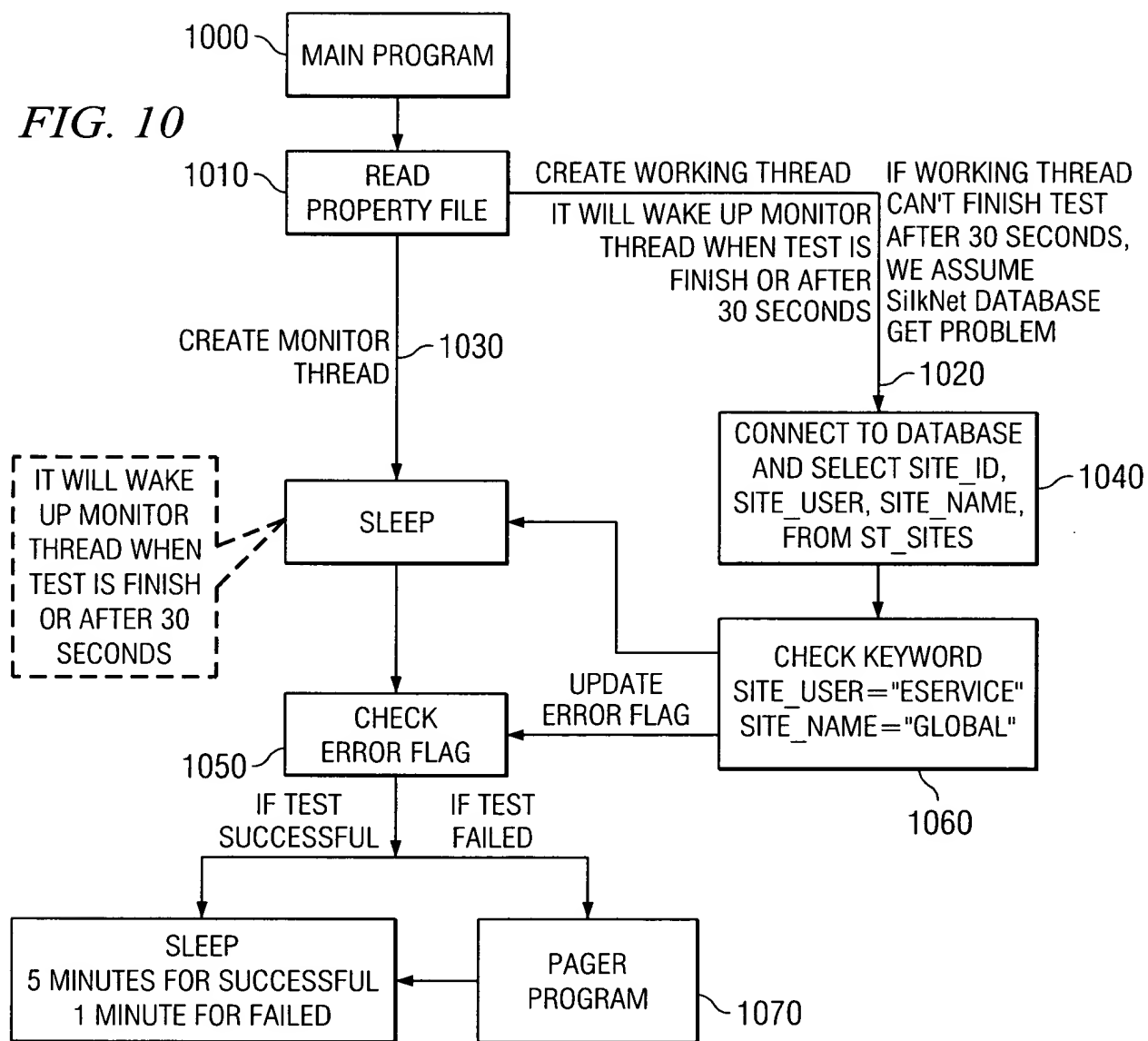




FIG. 11

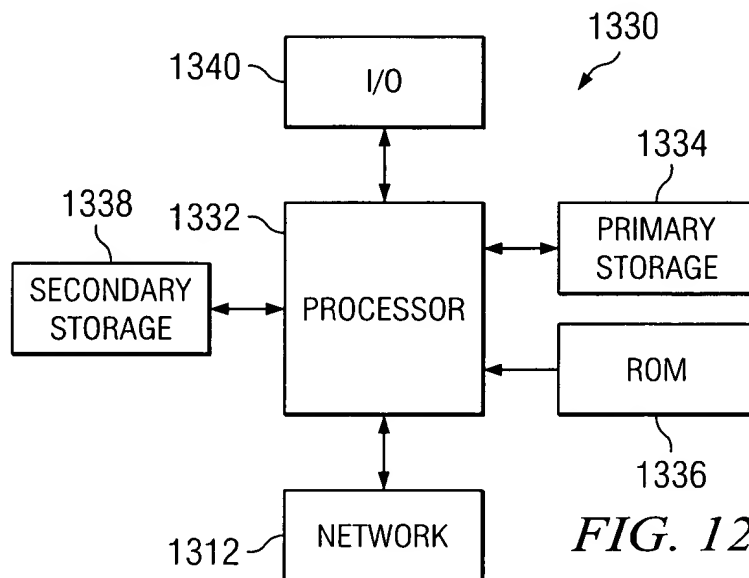
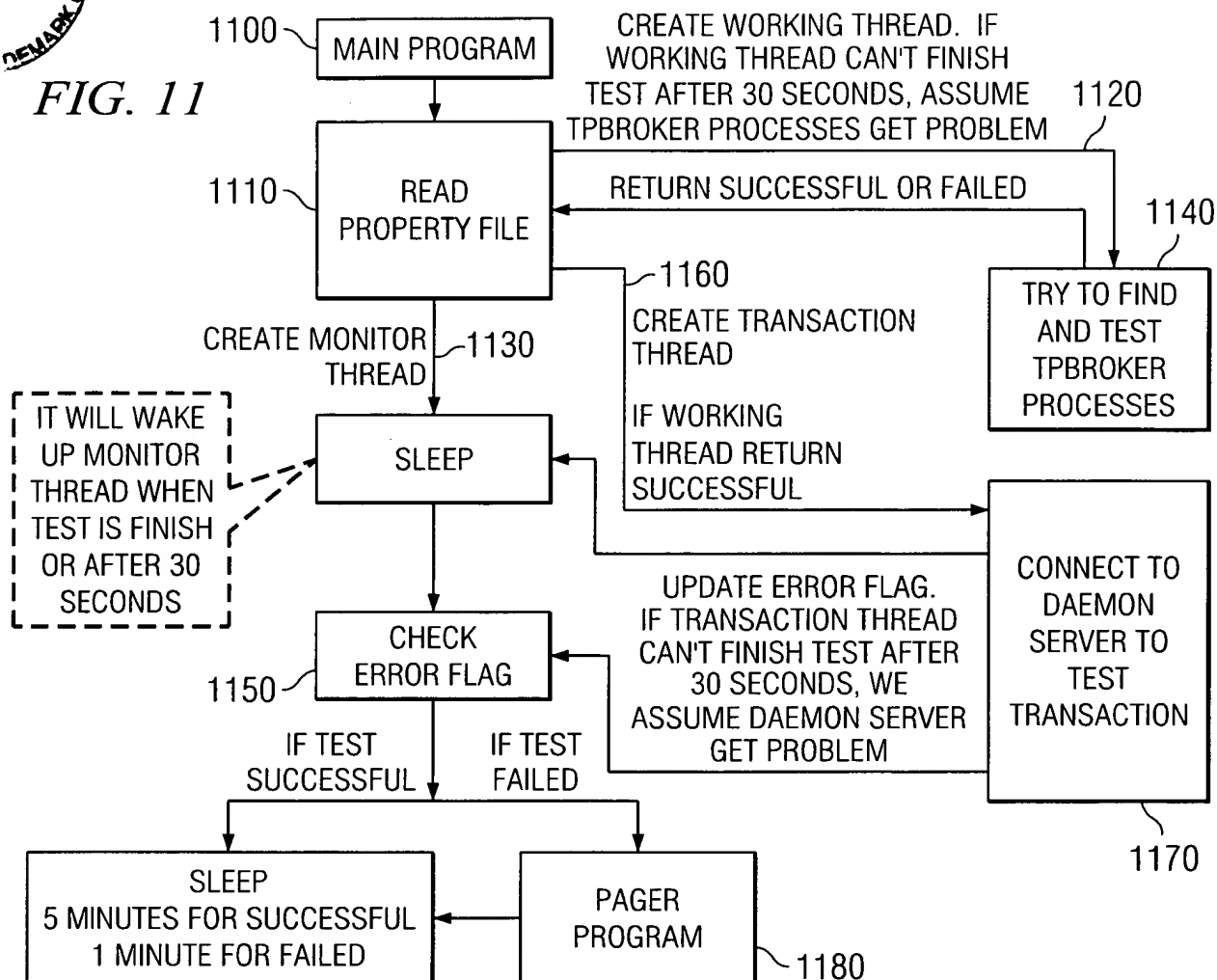


FIG. 12